Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method for operating a bonus round of a gaming device, said method comprising the steps of:

(a) beginning the bonus round;

(b) enabling a previewing of at least some, and more than one, of possible award bonus outcomes available in the bonus round;

(c) masking the at least some, and more than one, possible awards bonus outcomes behind a group of selections, wherein at least one of the selections is associated with an end-bonus condition;

(d) rearranging at least some of the selections together with the bonus outcomes masked by said selections, the rearrangement occurring after said bonus outcomes are maskedawards;

(e) enabling a picking at least one of the selections from the group of selections;

(f) displaying an unmasking the award bonus outcome masked by the picked selectionafter the selection is picked;

(g) distributing the awards to the player or identifying the awards to be distributed to the player repeating steps (e) and (f) for a subsequent pick of one or more of the selections during the bonus round until the selection associated with the end-bonus condition is picked; and

(h) providing a player with the an awards based on the one or more unmasked bonus outcomes which are associated with the selections picked by the player.associated with the selection; and

(i) ending the bonus round.

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Claim 2 (currently amended): The method of claim 1 wherein the ~~at least some awards~~provision of the award include~~s~~ an end-bonus event.

Claim 3 (currently amended): The method of claim 1 wherein the at least some bonus outcomes ~~awards~~ are selected from the group consisting of end bonus events, multipliers, free-spins, identified physical prizes and value awards.

Claim 4 (original): The method of claim 1 wherein the bonus round ends when player selections are exhausted.

Claim 5 (currently amended): The method of claim 1 wherein the bonus round ends when: (a) at least two player selections match; or (b) at least two unmasked bonus outcomes match.

Claim 6 (currently amended): The method of claim 1 which includes revealing an end-bonus indicator after the selection associated with the end-bonus condition is picked. ~~wherein the bonus round ends when a selection discloses an end-bonus feature.~~

Claim 7 (original): A gaming machine comprising:

a processor for controlling game play in a basic mode and a bonus mode,

the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game according to the method of claim 1 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

Claim 8 (original): A gaming machine comprising:

a processor for controlling game play in a basic mode and a bonus mode,

the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game according to the method of claim 2 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

Claim 9 (original): A gaming machine comprising:

a processor for controlling game play in a basic mode and a bonus mode,

the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game according to the method of claim 3 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

Claim 10 (original): A gaming machine comprising:

a processor for controlling game play in a basic mode and a bonus mode,

the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game according to the method of claim 4 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

Claim 11 (original): A gaming machine comprising:

a processor for controlling game play in a basic mode and a bonus mode,

the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game according to the method of claim 5 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

Claim 12 (original): A gaming machine comprising:

a processor for controlling game play in a basic mode and a bonus mode;

the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,

the processor operating to set-up a bonus game according to the method of claim 6 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.

Claim 13 (currently amended): A gaming machine comprising:

a plurality of computer-readable instructions;

a processor for controlling game play in a basic mode and a bonus mode, the processor opera~~ble to~~:

(a) execute a plurality of the computer readable instructions ~~ting in the basic mode~~ to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode, and

(b) execute a plurality of the computer-readable instructions to ~~the processor~~ operat~~ing to set-up~~ a bonus game by:

(i) defining a plurality of player-selectable bonus game outcomes, at least one of the bonus game outcomes being associated with an end-bonus condition,

(ii) ~~displaying~~ indicating the bonus game outcomes to a player, the bonus outcomes including a plurality of value-associated outcomes~~,~~;

(iii) masking the bonus outcomes~~,~~; and

(iv) rearranging a location of the bonus outcomes after masking the bonus outcomes;

means for selecting in the bonus mode, under player control, one or more of the bonus game outcomes until the bonus game outcome associated with the end-bonus condition is selected ~~the bonus outcome ends~~; and

means for awarding at least one credit~~s~~ for each value-associated outcome selected in the bonus game.

Claim 14 (original): The gaming machine of claim 13 wherein the player selectable bonus outcomes include a plurality of value-associated outcomes and one or more end-bonus outcomes, the selection of one of the end-bonus outcomes causing the processor to shift operation from the bonus mode to the basic mode, the end-bonus

outcomes being distinct from the value-associated outcomes, and selection of an end-bonus outcome ends the bonus game.

Claim 15   (original):   The gaming machine of claim 13 wherein the bonus outcome ends when at least one pair of player selected bonus outcomes match.

Claim 16   (original):   The gaming machine of claim 13 wherein the bonus game ends after a player has replaced at least one player selected bonus outcome.

Claim 17   (original):   The gaming machine of claim 13 further comprising a display, the display being operable in response to instructions from the processor to mask the bonus game outcomes upon set-up of the bonus game and reveal the selected bonus game outcomes during play of the bonus game.

Claim 18   (original):   The gaming machine of claim 13 further comprising a display, the display being operable in response to instructions from the processor to reveal each of the bonus game outcomes in response to the selection of an end-bonus outcome.

Claim 19   (original):   The gaming machine of claim 13 wherein the means for selecting is operable in the bonus mode to select, one at a time, said one or more bonus game outcomes until the selection of an end-bonus outcome.

Claim 20   (original):   The gaming machine of claim 13 wherein the basic game comprises a slot machine having a spinning reel display for showing a number of symbols on one or more reels, the possible basic game outcomes defining various possible combinations of said symbols on said reels, one of the combinations defining a start-bonus outcome the occurrence of which causes the processor to shift operation from the basic mode to the bonus mode.

Claim 21 (original): The gaming machine of claim 20 wherein the start-bonus outcome is characterized by the display of a designated start-bonus game symbol on one or more of the reels.

Claim 22 (original): The gaming machine of claim 13 further including means for awarding credits in response to the selection of an end-bonus outcome in the bonus game.

Claim 23 (original): The gaming machine of claim 13 wherein the means for awarding credits is operable to award credits equal to at least the sum of values associated with the value-associated outcomes selected in the bonus game.

Claim 24 (currently amended): A method of operating a gaming machine under control of a processor operable in a basic mode and a bonus mode, the method comprising the steps of:

selecting under control of the processor in said basic mode, a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome;

shifting operation of the processor from the basic mode to the bonus mode in response to the selection of the start-bonus outcome, otherwise, continuing operation of the processor in the basic mode;

setting up, under control of the processor, a bonus game by defining a plurality of bonus game outcomes, wherein at least one of the bonus game outcomes is associated with an end-bonus condition;~

~displaying~ indicating the bonus mode outcomes;

~and~ masking the bonus ~mode~ game outcomes, the bonus game outcomes ~including~ corresponding to a plurality of value-associated outcomes;

rearranging a location of the bonus game~mode~ outcomes after masking the bonus game outcomes;

enabling selection~ng~, under player control, of one or more of the bonus game outcomes ~in~during the bonus mode until the bonus game outcome associated with the end-bonus condition is selected;

~by~ removing the masking of each~the~ selected bonus ~mode~ game outcome; and

~ending the bonus mode; and~

awarding at least one ~credits~ for each value-associated outcome which corresponds to one of the selected ~in the~ bonus game outcomes.

Claim 25 (currently amended): The method of claim 24 wherein the bonus ~mode~game outcomes ~include~ correspond to a plurality of value-associated outcomes and one or more end-bonus outcomes, the end-bonus outcomes being distinct from the plurality of value-associated outcomes.

Claim 26 (currently amended): A gaming machine controlled by a processor in response to a wager, the gaming machine comprising a visual display and a game of chance displayed on the visual display, the game of chance including an assemblage of player-selectable outcomes on the visual display, the assemblage of player-selectable outcomes including a plurality of bonus outcomes, at least one of the bonus outcomes being associated with an end-bonus condition, each one of the bonus outcomes being indicated displayed, and then masked and then rearranged before allowing enabling player selection of the masked outcomes, the masked outcomes being sequentially selectable until the bonus outcomes associated with the end-bonus condition is selected to be effected, the bonus outcomes generating a respective payoff in response to being selected by a player and then unmasked, the game of chance ending and awards being resolved.

Claim 27 (original): The gaming machine of claim 26 wherein the player selectable outcomes include at least a plurality of value-associated bonus outcomes and at least one end-bonus outcome, said end-bonus outcome being distinct from said plurality of value-associated bonus outcomes.

Claim 28 (original): The gaming machine of claim 16, wherein each of said player-selectable outcomes is displayed, then masked prior to being selected by the player and is then revealed in response to being selected by the player.